



# **SHERIFF**

## **TWG-1**

### **OPERATION MANUAL**

## **Nintendo**

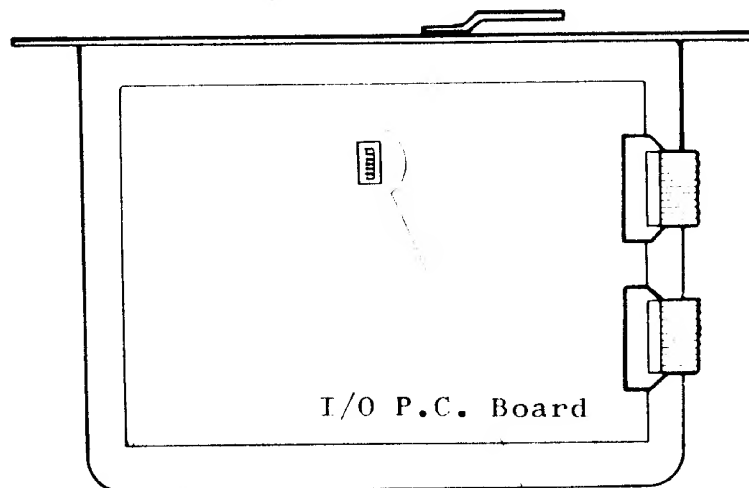
### 3. POINTS AND METHODS OF ADJUSTMENT

#### 3-1 Setting of number of appearing sheriffs

The number of sheriffs can be set for from 3 to 6.

The setting is made with the switches on I/O P.C.

Board according to the diagram below.

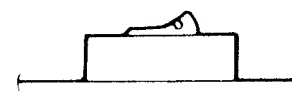
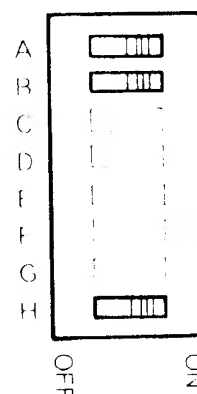


Number of Sheriff	Switch	
	A	B
3	OFF	OFF
4	ON	OFF
5	OFF	ON
6	ON	ON

#### NOTE

Keep the switch H always at the ON position.

Switches C - G are not connected, therefore have no function.

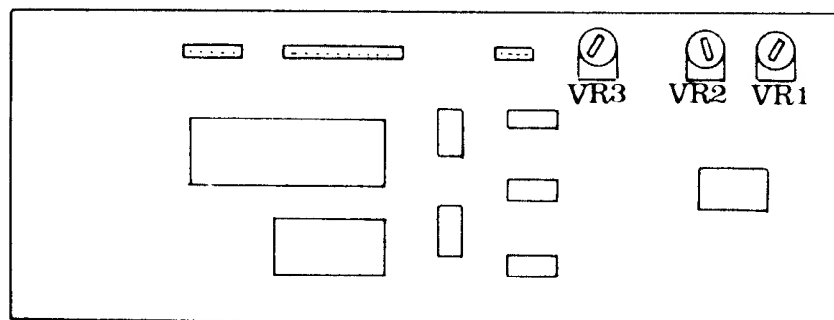


The switch is OFF  
(Bottom view)

### 3-2 Sound P.C. Board

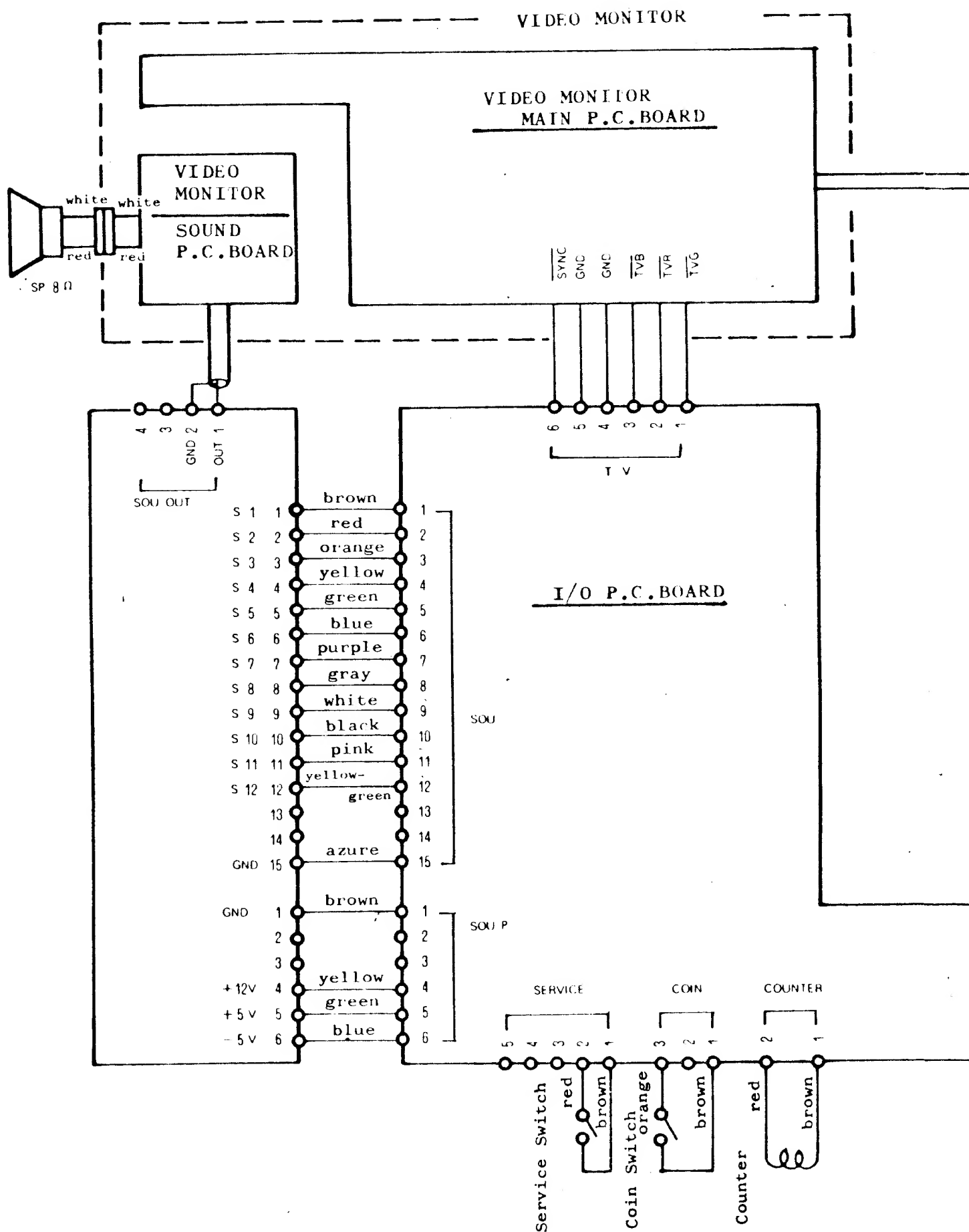
Sound volume can be adjusted by the semi-fixed variable resistor, VR1, VR2 and VR3 on the Sound P.C. Board.

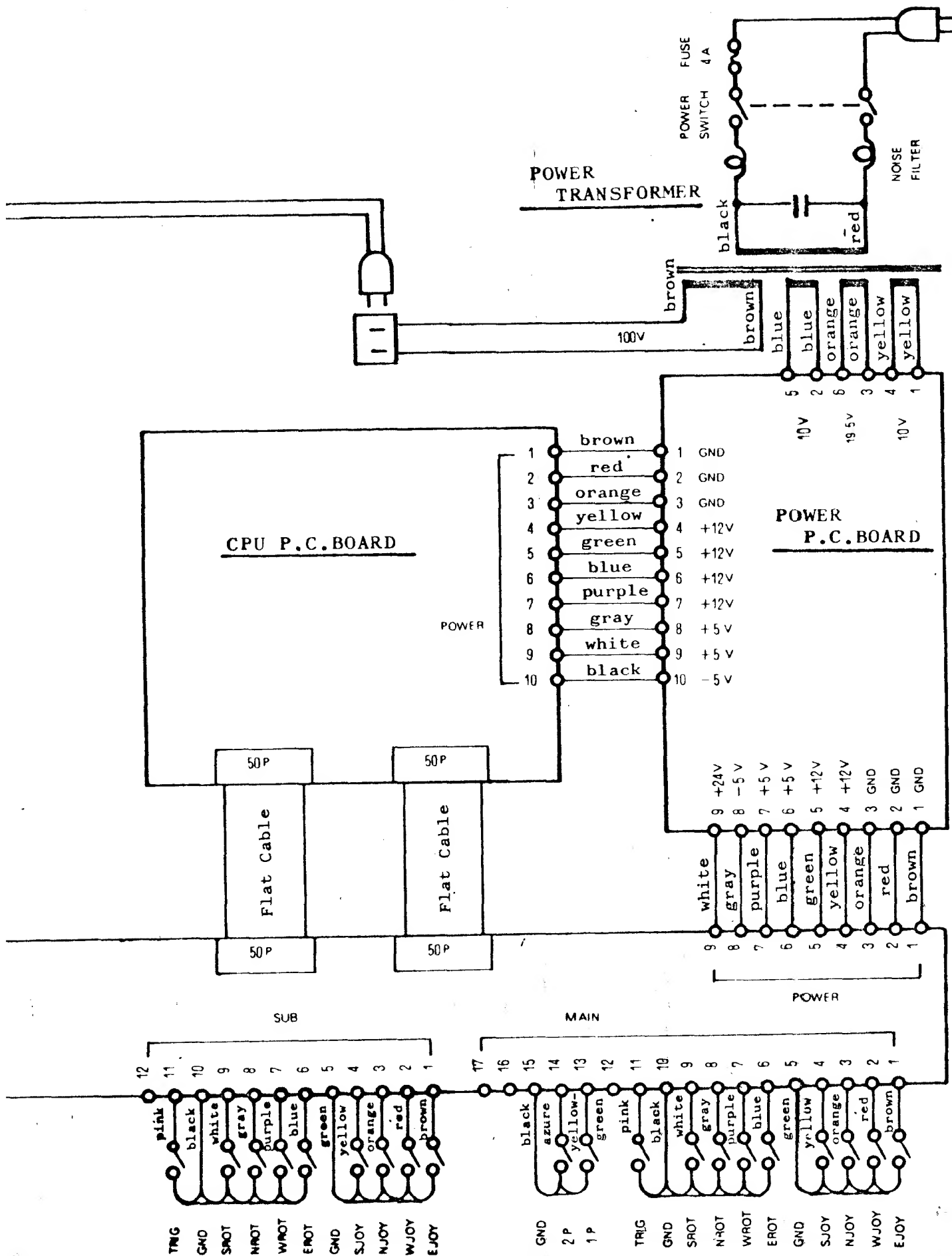
The sound controlled by each semi-fixed variable resistor is shown in the chart below. Turning the VR in the clockwise direction increases sound volume.

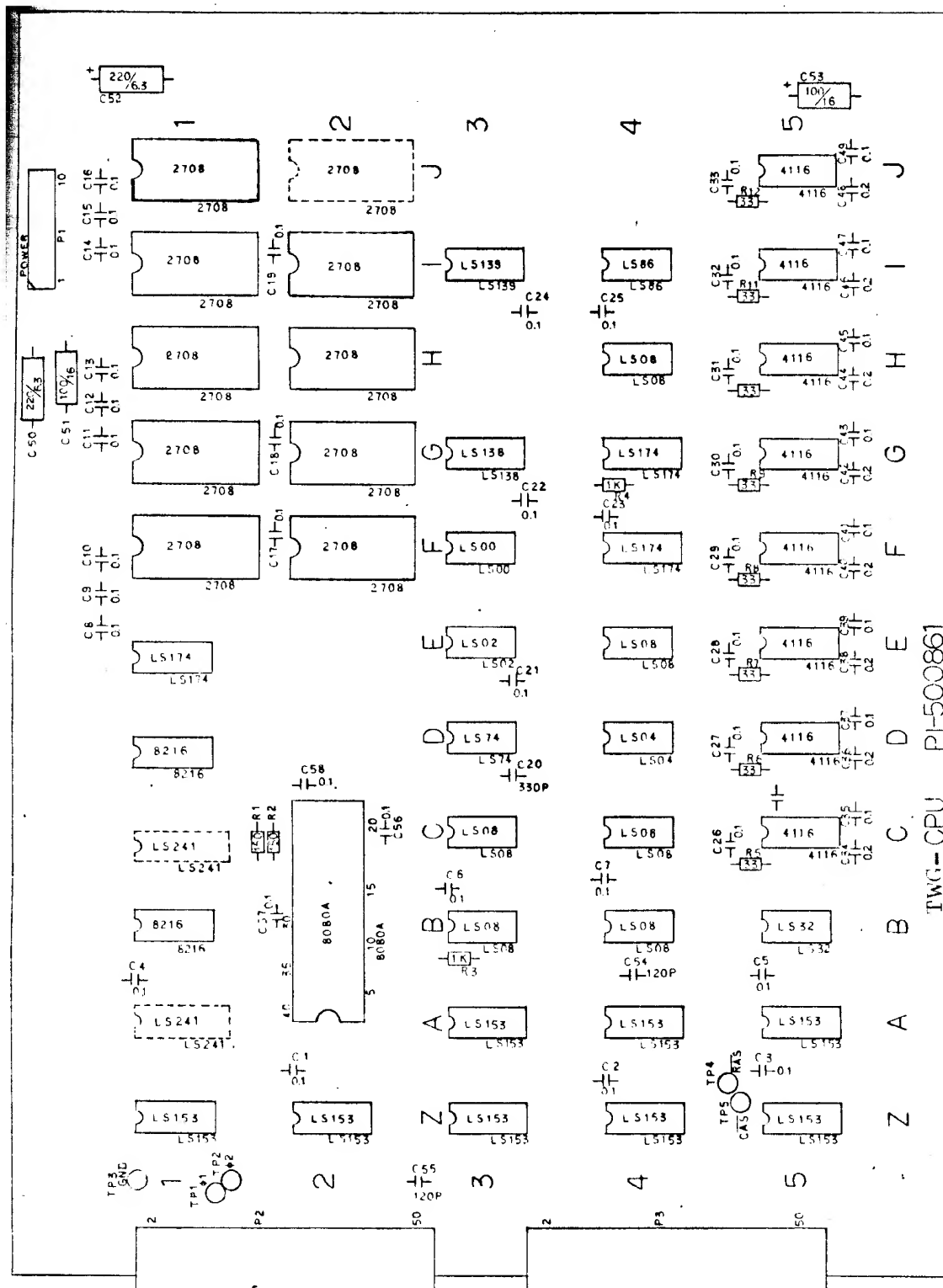


	Kinds of sound	
VR1	Rogue advancing sound Condor appearing sound Game starting sound Sheriff falling-down sound Scean switching sound	Bonus sound Extra score sound Condor disappearing sound Game ending sound
VR2	Sheriff pistol firing sound	Rogue disappearing sound
VR3	VR1 VR2 consolidated sound adjustment Adjust consolidated sound on video monitor first.	

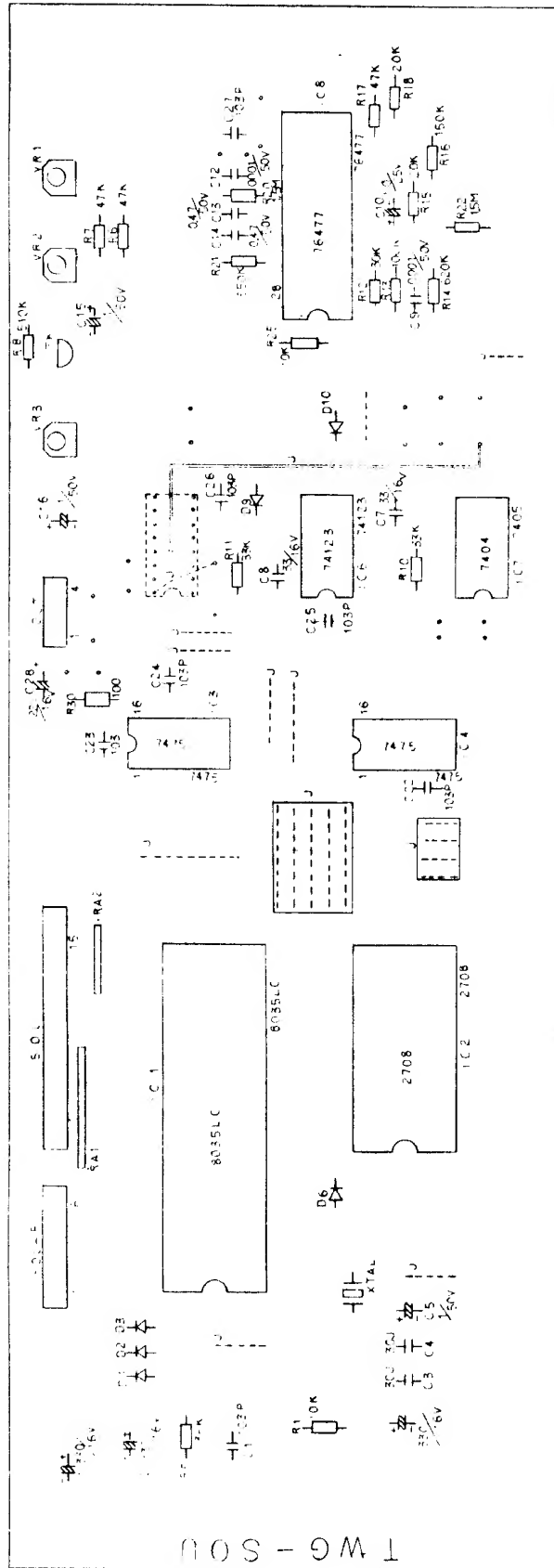
\* Turning the VR in the clockwise direction increases sound volume.





[illegible]





品名	材料	数量	単位
T.W.G-SOUND P.C. BOARD			枚
名称	部品	数量	単位
PARTS LOCATIONS			箇所
部品	数量	単位	

Nintendo

任天堂株式会社

記号 年月日 量 単位 品名